

FROG MASTER



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INSTRUCTIONS

FROG MASTER

STARTING THE GAME

1. Turn OFF your Commodore 64 before inserting or removing any cartridge.
2. Insert the cartridge, with the label side up, into the expansion port on the back of the Commodore 64. The expansion port is the opening farthest to the right when the keyboard is facing you.
3. Turn ON the Commodore 64. The opening FROG MASTER title screen should appear. If the screen remains blank after 5 seconds, turn the computer off, then on again. If this doesn't work, turn the computer OFF and remove the cartridge. Then carefully re-insert the cartridge and try again.
4. FROG MASTER is now in the DEMO mode. Press the fire button on your joystick to start the game.

GAME DESCRIPTION

B.F. Skinner demonstrated in his classic psychology experiments that it is possible to "shape" the behavior of animals by rewarding them for doing what you want them to do. This principle, applied to a game with the elements of both football and rugby, is the basis for FROG MASTER. This game is designed for either one or two players so you can play against the computer or compete against a friend. FROG MASTER offers over 100 different variations to allow you to play a relatively straight-forward or a wildly complex and challenging game, or a version anywhere in between. The playing field for Frog Master has goal lines at both ends of the field and goal areas on the center of each line. But the resemblance to any normal sport competition ends there! Instead of burly fullbacks or overpaid quarterbacks, the

participants are frogs, tadpoles, turtles, and snakes! The frog and tadpoles form the offensive units for each team while the turtles serve as stationary defenders. Each team has a snake as a goaltender, trying to prevent the tadpoles and frogs from crossing the goal lines. In your role as coach of your amphibious athletes, you are responsible for getting your players to cross the opponent's goal line. Since frogs and tadpoles are not natural athletes (nor especially bright), you must "train" them to move toward the opponent's goal line by pressing the fire button when they happen to move in the direction of the opponent's goal line. You've got to be quick with the fire button, however, or you may end up rewarding a sideways or backward move! It's easy to tell when a reward registers; the tadpole flashes white and squeals with delight. Loyalty is not a trait especially common to most frogs and tadpoles, and your players are no exceptions. It is possible to "steal" opponent's frogs and tadpoles by pressing the fire button at the right times and directing them toward their own goal! If they do reach the goal line, it is counted as if one of your own players scored. But watch it, because your opponent can redirect your players toward your own goal! To keep track of what team a player is on, one team's color is green while the other team is blue. When a player changes teams, he also changes color. When one of your (or your opponent's) frogs or tadpoles reaches the other team's goal line, you score five points. If you can sneak a player by the snake goaltender into the other team's goal, you rack up ten more points. This is difficult, however, since each goaltender is fully under the control of the respective team's coach. The goaltender is able to slither in front of the goal crease, preventing passage by would-be scorers and causing them to retreat to midfield. The direction of the snake (left or right) is controlled by moving the joystick to the left or right. Both teams also have stationary turtle "defenders" that engulf any frog or tadpole unlucky enough to stumble into their area. To win

the game, you must amass a total of 50 points before your opponent does.

Once you've mastered the basics of the game, then you can add more challenges that will change the complexion of the game. You can add walls to the playing field that the frogs and tadpoles must leap over or break through, increase the number of frogs and tadpoles, or adjust the speed level. Another option that increases the difficulty and excitement on the field is METAMORPHOSIS. In metamorphosis, the actual maturational process of the frogs is introduced into the flow of the game! The playing field becomes a breeding ground, as frogs lay eggs, eggs hatch into tadpoles, tadpoles become frogs, and frogs die of old age. While this is going on, you are faced with the challenge of controlling the ever-changing participants in the chaos of the evolution on the playing field.

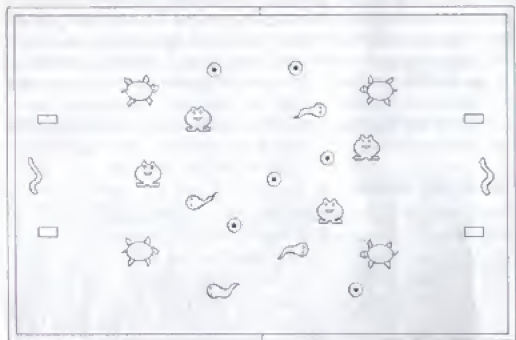
PRACTICE GAME

The practice game is the most uncomplicated form of Frog Master, because of the number of tadpoles on the playing field. This is a good level to initially develop your skill in rewarding the tadpoles and moving your goalie. This can be played alone against the computer or against an opponent. With metamorphosis off, there are only two tadpoles to train. With metamorphosis on, there are three tadpoles, some of which turn in to frogs and start to multiply immediately. Once you have mastered metamorphosis on this level, you will be able to tackle greater obstacles and challenges.

STANDARD GAME

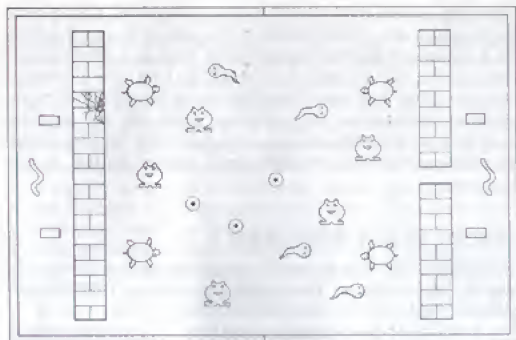
In the standard game, you may use several different functions to manipulate the complexion of the game. The factors that are available to vary are number of tadpoles (2 to 9 for each team), speed level (5 levels, slow to berserk), your opponent (person or computer), handicaps for either

side, and metamorphosis. The variations that you can come up with in this level are almost unlimited! Imagine facing an opponent while both of you are trying to manipulate 18 tadpoles toward the other team's goal while you frantically control your snake goaltender in order to thwart your opponent's scoring attempt! Now try and picture that with metamorphosis occurring, as frogs and tadpoles change and multiply! Nobody ever said it was going to be easy!



ADVANCED GAME

The advanced game is identical to the standard with just one major difference: two solid brick walls are positioned across the playing field. These walls must either be jumped by a frog or rammed by a frog or tadpole repeatedly to open up a hole to allow advancement to the other team's goal line. If an opening is made in the wall, either team may use it to advance players toward the opponent's goal. The same options are available for advanced game as in the standard version.



CONTROLS

FROG MASTER is designed to be used with 1 or 2 JOYSTICKS. For 1 player, plug your joystick into CONTROL PORT 1. For 2 players plug one joystick into CONTROL PORT 1 and the other joystick into CONTROL PORT 2.

MOVEMENT

JOYSTICK

When it comes to movement your joystick only controls the goalie, which is the wiggly snake-like creature that remains along the left or right edge of the playfield. To move the goalie, push UP on the joystick to move the goalie to the TOP of the screen. Pull DOWN on the joystick to move the goalie towards the BOTTOM of the screen.

REWARD (fire)

The reward (fire) button is your most important tool for training frogs and tadpoles to move where you want

them to. Press the reward button everytime a frog or a tadpole moves in the direction you want it to go. If a frog or a tadpole is moving toward your own goal don't press the button, simply wait until another creature moves in the direction you want (see Strategy Section for more details). Remember: frogs and tadpoles are not loyal to one side or the other so you can get frogs and tadpoles to change sides by pressing your reward button at the right time.

SPECIAL KEYS & FUNCTIONS

FROGMASTER has several Special Keys that perform a variety of functions. The f1 KEY is used to RESTART a game. The f3 KEY is your SPEED SELECT key. Speed is the amount of delay between the time you hit the reward button and the time the reward is actually given. Berserk is the shortest time delay, while Slower is the longest delay time. The 3 in between speeds are faster, fast and slow. The f5 KEY is your SELECT key. Pressing the Player Select key lets you choose one of the following options: Player vs. Player, Player vs. Computer (Handicap), Player vs. Computer, Player (Handicap), vs. Computer, and Computer vs. Computer. The f7 KEY is the GAME MODE SELECT key. Press the f7 key to choose one of the following options: Practice Mode, Standard Game Mode, Advanced Game Mode, Demo Mode, and Game Off Mode (Game Off Mode is a non-competitive way of playing FROGMASTER). In addition to the function keys, FROGMASTER provides these options: The NUMBER KEYS (0-9) let you select the NUMBER OF PLAYERS PER TEAM. The minimum number of players per side is 1 and the maximum per side is 9. The letter 'M' is the key to press when you choose whether the METAMORPHOSIS aspect of the game is ON or OFF. The letter 'P' KEY will turn on the PROBABILITIES listing. Probabilities appear at the bottom of the screen. They can be used during a game to help you

"guesstimate" the next move of a player. You will find probability percentages on whether a frog or tadpole will move up/down/left/right (The X and Y axis), whether they will have a good chance to jump over a wall, as well as the percentage chance that a critter will double jump. Percentage probabilities are important when it comes to training your amphibians how to move in a zig-zag pattern, rather than in a straight line. The letter 'W' KEY lets you select when your Advanced Mode game includes WALLS. Press this key to have the walls appear or leave the screen. The last two special function keys are the SPACEBAR which lets you PAUSE in the middle of a game, and the RETURN KEY which you press to RESTART a game that has been in pause.

Below is a chart that summarizes the special function keys.

F7	F5*	F3*	M	W	P	D-9
Mode	Opponents	Speed	Metamorphosis	Walls	Probability	# of Players
Practice	Player/Player	Slower	No	No	No	1-1
Standard	Player/Computer Handicap	Slow Fast	Yes	No	Yes	2-2
Advanced	Player/Computer	Faster	Yes	Yes	Yes	
	Player/Computer Handicap	Berserk				9-9
(Demo)	(Comp./Comp.)	(Berserk)	(Yes)	(Yes)	(no)	4-4
Game Off	Non Competitive	Slower	No	No	Yes	One

* CHOOSE ANY OPTION WITH PRACTICE, STANDARD AND ADVANCED MODES

F1 KEY: RESTART GAME

SPACEBAR: PAUSE GAME

RETURN: RESTART AFTER PAUSE

DEMO MODE

If you don't press the fire button when you turn on the FROGMASER cartridge, the game goes into DEMO MODE. The game screens and the title page will be displayed. Your computer will play the game and keep score until you press a key to make the various mode selections, or the fire button to start the game.

SCORE VALUES

Metamorphosis OFF (tadpoles only)

5 points score outside goal posts
10 points score between goal posts

Metamorphosis ON (frogs and tadpoles)

3 points (tadpoles) score outside goal posts
3 points (tadpoles) score between goal posts
6 points (frogs) score outside goal posts
6 points + 1 bonus point (frogs) score between goal posts

STRATEGY HINTS

Practice: Start with a short reward delay time. Concentrate on rewarding tadpoles that move toward your opponent's goal. Watch out for your opponent and use your joystick to move your goalie directly in front of any tadpoles that look like they're about to score against you.

Standard: Work your way up to the more difficult aspects of the game, like metamorphosis and large numbers of players. You may even wish to give yourself a handicap, which tips the scales so that you've got better odds for making the frogs and tadpoles move towards your opponent's goal. Remember that critters are not loyal to either team. You should reward any frog or tadpole that moves toward your opponent's goal line. Learn to watch the en-

tire screen instead of a few select critters. This requires intense concentration. When playing with longer delay times it's usually a good idea to reward any movement that is not directly toward your goal. This is because your opponent may also be trying to reward the same frog or tadpole that you are, which could lead to the animal's confusion. When a tadpole has been stopped and thrown back into the center of the playing field, the odds are that it will make its next move back toward the goal it was just repelled from. Therefore, if that tadpole has just been rejected by your opponent's goalie, a fresh reward will keep him headed in the right direction. Rewarding frogs and tadpoles is cumulative. In other words, it takes them a while to learn which direction to move. The more consecutive rewards a critter receives, the faster its learning curve. This leads to double jumps and zig-zag moves. And speaking of zig-zag moves, try to have your frog or tadpole cross the goal line in a zig-zag fashion rather than a straight line. As most soccer players know, it's much harder to defend against a goal attempt coming in at an angle. When using the Metamorphosis option, a well trained frog will breed other frogs that are born trained. You can tell that a frog is pregnant because it jumps up and down. Rewarding a pregnant frog will make it become pregnant more often. In addition, when a frog on your team lays an egg, reward it. The egg will hatch faster and you can create an army of frogs that will storm your opponents goal line making it nearly impossible to defend against.

Advanced: All of the strategies listed in standard mode apply here as well. The major difference between Advanced Mode and Standard Mode is that Advanced Mode has walls. Tadpoles like to eat walls, which is trainable by reward. Frogs can't eat walls, but they can jump over them, also trainable. Therefore, when you notice that a tadpole has caused a section of your opponent's wall to crack, fire off a reward, because it will pay off for you. The same is true for a frog that jumps.

Game Off: This mode is non-competitive, and uses only one tadpole. You can learn a lot about move probabilities by spending time in this mode.

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